

Chronicles of Creation

Werewolf Merits

General Merits

Anchored (• or ••)

Prerequisites: Harmony

Effect: Your character has a stronger association with one of her Touchstones than the other. Choose one of her Touchstones when purchasing this Merit. When calling upon that Touchstone to resist a breaking point, take +3 bonus dice. With the two-dot version of the Merit, take +4 dice.

Drawback: The strength of this association means neglecting the other half. When calling upon the opposite Touchstone, take only +1 die. With the two-dot version of the Merit, the other Touchstone affords no dice bonus, only potential drawbacks.

Blood or Bone Affinity (•• or •••••)

Prerequisites: Harmony between 3 and 8

Effect: Choose Blood or Bone when choosing this Merit at the two-dot version. The five-dot version encompasses both Blood and Bone. Once per chapter, when taking an action that would replenish all Willpower from the chosen Blood or Bone trait, you can apply the rote quality to the roll.

Drawback: Your character is strongly tied to her chosen trait(s). Any time she has the choice to fulfill one of them, she must spend a Willpower point not to.

Code of Honor (••)

Prerequisite: Harmony 8+

Effect: Your character has established and held onto a code of human behavior. Maybe she follows a knightly tradition, or maybe she was part of a generational secret society before her Change. When purchasing this Merit, choose a Virtue that reflects her Code of Honor. In addition to the advantages of a Virtue, such as Willpower replenishment, she gets +3 dice to any Stamina, Resolve, or Composure roll to uphold the integrity of her code.

Drawback: A rigid belief system has its drawbacks. Any time the character is faced with a challenge to her beliefs or an opportunity to betray them, she must spend a Willpower point or uphold or defend her beliefs at any cost. She cannot gain the benefit from this Merit or regain Willpower until she's made a show of defending her beliefs in the face of significant adversity.

Controlled Burn (••)

Prerequisites: Resolve •••, Composure •••

Effect: Your character suffers from a dampened form of Wasu-Im, the first stage of Death Rage. When she goes into Wasu-Im, she shifts to Hishu or Urhan form, not Dalu or Urshul. If she succeeds in getting a turn of lucidity, she can spend a point of Willpower to shrug the Rage off entirely.

Drawback: Your character can only change to those two forms in Wasu-Im, which could cause complications that could push her toward Basu-Im.

Creative Tactician (•••)

Prerequisites: Purity ••

Effect: Your character has an intuitive mind for strategy. Any time she acts as the tactician or organizer in a teamwork action, the participants ignore circumstantial penalties up to her Purity dots. As well, once per chapter, the primary actor can gain a Beat if he follows your character's strategic guidance. Your character does not have to be the primary actor to use this Merit.

Dedicated Locus (• to •••••)

Prerequisites: Safe Place •

Effect: The pack has a locus on its territory that's attuned to their totem's resonance. While most packs protect a locus, a Dedicated Locus represents one they've invested deeply into, which provides significant and highly quickened Essence. The locus' rating is equal to the dots in this merit. Additionally, the pack can use the filtered, focused Essence faster than other Essence. Collectively, pack members with this Merit can spend a number of points of Essence equal to the Merit cost in a day, above and beyond their normal per-turn limits.

For example, a Primal Urge 1 Uratha in a pack with Dedicated Locus at three dots can spend four Essence in a turn, but that uses up the ability for the entire pack for the rest of the day.

A pack can share in the dot rating of this Merit, splitting the cost between any number of characters. Only characters contributing dots can use its benefits. It must be anchored to a Safe Place of at least the same dot rating.

Drawback: The locus is powerful enough that it draws excessive attention from local spirits seeking a prime feast.

Embodiment of the Firstborn (•••••)

Prerequisites: Cannot be a Ghost Wolf

Effect: Your character is the perfect likeness of one of Father Wolf's brood. She looks the part so very closely that she shakes the souls of her onlookers. Choose an Attribute that reflects her relationship to the Firstborn. She gains a dot in that Attribute, and that Attribute can go one above the normal maximum — normally six dots, unless she has an advanced level of Primal Urge. She can draw on her bearing to cow her opponents. When the player spends a point of Willpower, anyone who tries to attack the character that turn gains the Shaken Condition.

Drawback: Your character draws unwanted attention. Wrathful spirits with old memories will attempt to settle old scores with her likeness, through her.

Fading (•••)

Prerequisites: Cunning ••

Effect: Your character has a kinship with the shadows, and her ethereality compounds with each person who does not see her. Each time an individual fails to notice your character in a scene, all future attempts in that same scene suffer a cumulative –1 penalty. Once per scene, add your character's Cunning to any rolls to act unnoticed or unobtrusive.

Favored Form (• to •••••)

Prerequisites: Primal Urge at the Merit rating +1

Effect: Your character favors one of her four forms aside from Hishu, and when she takes that form, it's larger, stronger, and faster than most Uratha. With each dot in this Merit, he gains a specific, additional advantage in that form. Attribute increases from this Merit apply to derived traits.

- Choose a Physical Skill. When using that Skill in the favored form, exceptional successes occur on three successes instead of five.
- Choose an Attribute. Take an additional dot in the favored form. This cannot be an Attribute normally penalized in the form (such as Manipulation in Urshul form).
- Choose a Facet. When using that Facet in the favored form, exceptional successes occur on three successes instead of five.
- Choose a different Attribute. Take an additional dot in the favored form. This cannot be an Attribute normally penalized in the form.
- Choose a relevant Skill. Apply the Advanced Action quality to uses of that Skill in the favored form.

Drawback: Her other forms suffer due to her reliance on the favored form. For each dot in this Merit, choose a Mental or Physical Attribute dot for a different form. When taking that form, reduce that Attribute by one, including all derived traits. These penalties may be divided among different forms.

Note: You may only choose this Merit for a single form.

Fortified Form (•••, ••••, or •••••)

Prerequisites: Stamina •••, Survival ••

Effect: Your character has one form that's particularly durable compared to her others. Choose a form other than Hishu when purchasing this Merit. That form has tougher hide, thicker fur, and stronger bones. At the three-dot version, this offers 1/0 armor in that form. The four dot offers 1/1 armor. The five dot offers 2/2 armor. You can take this Merit multiple times, reflecting armor in different forms.

Hearing Whispers (••)

Prerequisites: Bone Shadow

Effect: Your Bone Shadow sees the deep, dark, and embarrassing in people. With a turn of scrutiny, she can identify the subject's Persistent Conditions. If your character suspects additional weaknesses, she can identify them with a Wits + Skill roll. Each weakness requires a separate roll, and at least a turn of scrutiny; the Storyteller determines the Skill by the weakness your character suspects. Having no dots in a Skill qualifies as a weakness for this purpose, as well as does anything else the Storyteller deems fit. This can't identify a spirit's ban.

Drawback: Outside the Condition ability, she must have reason to suspect a weakness to use this Merit. This suspicion often requires legwork on the back-end before the Bone Shadow can take advantage of her keen senses.

Impartial Mediator (•••)

Prerequisites: Honor ••

Effect: Your character can cut to the heart of an argument. She can intervene between arguing parties to cut to the truth — or favor one side over another with nobody doubting her impartiality. When she steps into an argument or debate and spends time listening to both sides, roll Presence + Persuasion + Honor versus the highest Resolve + Honor on each side. If you score more successes than one side's contested roll, that side accepts your interpretation of the truth.

Living Weapon (•••, ••••, or •••••)

Prerequisites: Stamina •••, Survival ••

Effect: Your character has enhanced natural weapons in one form. Maybe her jaws are larger, her teeth are sharper, or her claws are hard as stone. Choose a form (Dalu, Gauru, Urshul, or Urhan) when purchasing this Merit, and choose either bite or claws. With three dots, the attack gains two levels of armor piercing. With four dots, increase the attack's damage by 1 atop its normal advantages. With five dots, it ignores any non-magical armor.

You can take this Merit multiple times, reflecting different enhancements in different forms.

Moon-Kissed (•)

Prerequisites: Auspice Skill at •• or higher

Effect: Your character's auspice affects her more than most. When taking this Merit, choose one of her three auspice Skills. That Skill has the 9-again quality. If you already have 9-again available, use 8-again. When her auspice moon is visible, spending Willpower gives +4 dice to rolls using that Skill instead of +3.

You can take this Merit multiple times, reflecting different auspice Skills.

Drawback: When taking this Merit, choose a non-auspice Skill your character has dots in. Rolls requiring that Skill do not benefit from the 10-again quality.

Nowhere to Run (••)

Prerequisites: Hunter in Darkness

Effect: Any Hunter in Darkness can track prey. Your character, however, has an instinctive awareness of his prey, and the places his prey considers "safe." Using subtle clues about his prey — like smells, fibers, and tracks — he can identify where his prey hides and recuperates. With a turn of scrutiny, he immediately knows basic details and a rough location of any Safe Place the prey has. With a Wits + Investigation roll, he can identify other dedicated sites, boltholes, and hiding places. Every success offers one such hangout.

Drawback: Your character's instincts peak when he knows his prey's safe places. Your character must leave his mark on the location when he visits. This can be as subtle as a scent, but must be something the prey can notice if she returns.

Pack Dynamics (•••, ••••, or •••••)

Effect: Your character works with her pack the way she works with her own limbs. She intuitively understands their behaviors, and can instinctively compliment their actions with ease. Any time she participates in a teamwork action, add +1, +2, or +3 dice to her rolls at the three-, four-, and five-dot versions of this Merit, respectively. This bonus also adds to rolls using her Resistance Attributes (Resolve, Stamina, and Composure) when defending her pack.

Drawback: When she doesn't know where a member of her pack is, she becomes restless and worried. The bonus acts as a penalty to all rolls when a member of the pack is missing.

Residential Area (• to •••••)

Effect: Your pack's territory encompasses a residential area, and your character has secured it well. This area may be an apartment complex, a gated community, or any place where diverse groups of people lay their heads. Once per game session, you can access a number of Merit dots equal to your Residential Area Merit dots. These Merits can be split however you wish between Allies, Contacts, and Retainers. These Merits must make sense within the scope of the territory. A tenement in the slums probably won't have high-level Medical Allies, for example.

Drawback: Any time you access a Merit through Residential Area, the characters reflecting those Merits will demand some token favors for their assistance.

Resonance Shaper (•••)

Prerequisites: Wisdom ••

Effect: Your character is adept at the way Essence flows and reshapes. To her capable hands, Essence is clearly mutable. Roll Manipulation + Occult as an extended action; each roll requires one hour of work on a small wellspring of Essence, or one day's work on a locus. She can change a single point of the Essence's resonance with five successes. With ten successes per level of the locus, she can change its resonance. How she does this is unique to her relationship with the Hisil. Some Uratha perform shaping through music, some through dance, some through literal molding of their surroundings.

Self-Control (••)

Prerequisites: Resolve ••••

Effect: Your character can stave off her spirit nature. When compelled to shift in a stressful situation due to low Harmony, you may spend a point of Willpower to allow her to remain in her current form for the scene. Doing so is a breaking point toward Flesh.

Song In Your Heart (•••)

Prerequisites: Glory ••

Effect: Your character sings, howls, and tells stories like none other. Her words echo and reverberate through listeners, and inspire them to learn from her tales. This Merit acts as the Inspiring Merit. Your character does not need to meet the prerequisites for that Merit, and it can only be used when singing, howling, or storytelling. Listeners may take the Inspired Condition as a Persistent Condition, gaining a Beat every time they take a significant action inspired by your character's tale.

Sounds of the City (••)

Prerequisites: Iron Master

Effect: Your Iron Master has his fingers on the pulse of the city, and can see the flow of its currencies. Not just money, but favors, popularity, and standing. With subtle manipulations, he can cut off that flow. The player rolls Wits + Politics; with success and a turn of scrutiny, the character can identify one Social Merit the prey possesses, chosen by the Storyteller.

Additionally, with a scene's effort, he can shut down a number of Social Merit dots equal to his Cunning Renown. These must reflect human influences, such as Allies, Contacts, Fame, Resources, or Status in the human world. His prey loses access to those Merits for as long as your Iron Master wishes. However, he can only lock out that number; he must abandon previous efforts if he wants to deny different Merits.

Drawback: His level of intimacy with the city's interactions leaves your character vulnerable. While he's shutting down Social Merits, his own Social Merits in human spheres are considered one dot lower. This includes their relative levels for defending against others' attacks and scrutiny.

Strings of the Heart (••)

Prerequisites: Storm Lord

Effect: The first trick to making someone do what you want is finding out what they want, and promising it, threatening it, or offering it. Your Storm Lord has a knack for finding that very thing. After a turn scrutinizing her prey, ask his player, "What does your character want most?" Your Storm Lord instinctively knows the answer, even if she doesn't understand the context. "I want Davis's hand in marriage" is more useful if she knows who Davis is, but she doesn't have to know him to know that answer.

When leveraging that bit of information, she's considered one stage of impression better in Social maneuvers against the prey, and ignores one Door. As well, the prey cannot defy the Storm Lord's threats, offers, or temptations without spending a point of Willpower.

Drawback: That degree of intimacy creates a lasting relationship between the Storm Lord and her prey, whether she wants it or not. That sympathy leaves her open to later influence. The Storm Lord always has one fewer Door when the prey initiates a Social maneuver against her.

Totem (• to •••••)

Effect: Your character has a relationship to a totem spirit, either personally or to a pack totem. Each dot invested in this Merit adds a totem point to create the totem. Note that any character can only have five points in this Merit. A pack totem is limited by the number of pack members, but can be massive with enough invested members. The Totem Merit also adds dice equal to its dots to any Social action with the totem spirit in question.

Drawback: Being tied to a totem leaves a character beholden to the totem. If your character angers the totem, the invested totem points fade. This may require the pack to re-negotiate their totem advantage. The points can return if your character makes reparations with the totem, but must be re-purchased.

Weakest Link (••)

Prerequisite: Blood Talon

Effect: Your character can immediately work out the weakest points in a social dynamic. With a turn of scrutinizing two or more associated characters, your character identifies the weakest of those characters by whatever criteria the Storyteller feels is most appropriate to the situation. This doesn't require a roll.

As a guideline, Skills, Merits, Gifts, Renown, and Primal Urge can determine the weakest. This depends on the context; a character's lack of Resources doesn't make her weak when battle looms.

Drawback: This ability depends on the narrative context. The criteria the Storyteller uses will be those most relevant to the situation at hand; she does not have to identify the criteria by name. For example, at a tech conference, Computer is an obvious choice, but Status: Komputerkorp Inc. might be more relevant if the Blood Talon is looking over the Komputerkorp Inc. staff.

Fighting Merits

Call Out (••)

Prerequisites: Honor ••, Intimidation ••, Composure •••

Effect: Your character fights with honor and dignity. When he calls out his opponent, it must abide by his challenge. When he uses an instant action to call out a potential combatant, that opponent suffers your character's Honor as a penalty to attack anyone else. If the opponent does attack someone else, you can add your character's Honor to any attacks against him.

Drawback: If anyone else attacks your chosen opponent, it breaks the challenge. When that happens, your opponent gains your character's Honor as a bonus to dice pools against your character for the remainder of the scene.

Efficient Killer (••)

Prerequisites: Purity ••, Brawl •••, Medicine ••, Strength •••, may only be used in Gauru form

Effect: Your character is a master of immediate, merciful killing. She knows exactly where to clamp down to end a life in one swift blow. When in Gauru form, any time an opponent is completely denied her Defense — for example, if she's sacrificed it for an all-out attack, during a successful ambush, or when activating certain Merits — you can use Efficient Killer. Sacrifice your Defense for the turn, and you can deal a Killing Blow.

Drawback: This Merit only works on living targets with discernible weak points. Additionally, this is a common kuruth trigger.

Flanking (••)

Prerequisites: Cunning ••, Wits •••, Stealth ••, Brawl ••

Effect: Your character can support another character by poking at an enemy's flanks. She grabs, bites, or otherwise restrains an opponent, setting it up for an opportune strike from a packmate. Any time your character makes a successful attack you can choose to apply successes as a penalty to the victim's Initiative and Defense for the turn instead of causing damage.

Instinctive Defense (••)

Prerequisites: Primal Urge ••, Athletics ••

Effect: Your character's instincts protect her when in her canine forms. In Urhan and Urshul, use the higher of your character's Wits and Dexterity when figuring her Defense, instead of the lower.

Relentless Assault (Style; • to •••••)

Prerequisites: Strength •••, Stamina •••, Brawl ••

Effect: Your character fights with complete abandon. She throws herself at her opponents without thought or hesitation, turning herself into a ruthless killing machine. She's the first into the fight, and the last out of a fight. While this Style is more useful in Urshul and Gauru form, an Uratha can use it in any form. It only applies to attacks using the Brawl Skill, but can be used when in Kuruth.

Drop of a Hat (•): Your character goes from zero to ballistic at the start of a fight. She always goes to strike first. In the first turn of a fight, your character gets +3 to her Initiative score so long as she makes an all-out attack (see p. 168). After the first turn, this bonus goes away.

Eye of the Tiger (••): Your character can focus on a single target to the exclusion of all others. This tunnel vision makes her fearsome against her primary target, but vulnerable to others. Choose a target. When making an all-out attack against that target, your character retains her Defense against him.

Dig Deep (•••): Your character doesn't strike for her enemy's skin; she strikes for a kill. You can choose to remove one die from your dice pool before rolling an attack. If you do, increase your character's claws or teeth weapon modifier by +1.

Grin and Bear It (••••): Your character stops caring about her own safety in order to take down her opponents, and this single-minded lethality helps her to shrug off blows that might cripple others less ferocious. Any time she makes an all-out attack, she gains 1/1 armor against all attacks for the turn. This combines with any other armor she may benefit from.

The Warpath (•••••): Your character kills, but this does not stop her assault. Any time she fills an opponent's last health box with lethal or aggravated damage, she may immediately make an additional attack against any other character within her reach. If her second attack deals damage, she immediately enters Basu-Im without a chance to resist.

Spiritual Blockage (••)

Prerequisites: Wisdom ••, Brawl •, Occult •••, Wits •••

Effect: Your character can sense the ebb and flow of Essence in her opponents. With well-placed strikes, she can curb the flow of Essence in the body, denying a victim access to his spiritual fuel. You can choose to use Spiritual Blockage any time your character makes a Brawl or Weaponry attack against a creature that uses Essence. Make an attack with a -2 penalty. If the attack deals damage, the victim loses a point of Essence; on an exceptional success the victim loses two points. This Essence is considered spent, not lost. As such, it limits the amount a victim can spend in a turn.

Tactical Shifting (Style; • to •••••)

Prerequisites: Wits •••, Dexterity •••, Athletics ••

Effect: Your character knows how to shift her form rapidly to maximize her effectiveness in a fight. She can slink down in form in order to evade an oncoming attack, or she can make a swift change in order to add force to a blow. For the purposes of this Merit, "shifting up" means shifting to a form with a higher Size. "Shifting down" requires losing Size. If your character shifts in the proper direction, she can take advantage of multiple maneuvers in a turn. For example, Springloading and Fluid Movement can both be used in the same turn your character shifts down.

Springloading (•): Your character can leap forward in a larger form, then shift to a smaller form to move forward using the larger form's strength and the smaller form's mass to move quickly in small bursts. Shift down using this move at the start of the round; your character gains +2 Initiative and +5 Speed for the turn.

Broaden (••): Your character increases quickly in size, forcing nearby opponents to move or be pushed back. When you shift up, anyone within close-combat range who doesn't Dodge suffers bashing damage equal to the difference in Size between your two forms. Anyone who takes damage must make a Dexterity + Athletics roll or suffer the Knocked Down Tilt.

Fluid Movement (•••): When attacked, your character shifts down rapidly to a smaller form, making her harder to hit. Shift down. For every level of Size your character removes with the shift, all opponents suffer a -1 penalty to any rolls to hit her.

Suck it Up (••••): When struck, your character can shift upward, maximizing the amount of flesh to hit, and minimizing the amount of relative harm caused. Shift up when attacked to ignore one point of bashing or lethal damage.

Crush (•••••): When your character grabs or bites an opponent she can shift up. Her larger form crushes her foe. When your character has another grappled, shifting up reflexively causes automatic lethal damage equal to the difference in Size between her two forms.

Drawback: Each of these maneuvers requires the character to shift forms as a reflexive action. If she is unable to do that, she cannot use this Merit.

Warcry (••)

Prerequisites: Glory ••, Presence •••, Expression ••, Intimidation ••, may only be used in Gauru, Urshul, or Urhan form

Effect: Your character can howl out sharply and shake opponents to the core. Her howls reverberate on both sides of the Gauntlet, quaking spirit-stuff and flesh alike. Roll Presence + Expression as an instant action. The howl affects a number of listeners of your choice equal to the successes rolled. Those affected suffer a -1 penalty to Defense and attack rolls, and -2 to Initiative for the remainder of the scene. A character may only be subject to this effect once in a given scene.

Drawback: This Merit causes alert throughout the Hisil. Within three turns, curious spirits will arrive on the scene. Depending on the location, they may also be hostile.